MUSICAL DOMINO,

A NEW GAME.

THIS Game was invented for the Improvement of young Scholars in Muſic;—its Utility muſt be obvious to the moſt common Capacity, as it obliges thoſe who play it to know how many Notes of one Sort are wanting to make up the Value of any Note or Notes of another Sort, and alſo of what Value are the Dots and Reſts in Muſic. It is particularly uſeful to young Harpſichord Practitioners, who are often at a Loſs to know how many Notes of the Left-hand they are to play to a Note or Notes of the Right-hand, and ſo on the contrary Way.

RULES FOR PLAYING.

I. THIS Game is played by Two Perſons; and as there are 35 Dice, each Perſon muſt hold 17, and the 1 that remains muſt be put on the Table to play to.

II. Before you begin the Game, arrange your Dice before you on the Table, with the Tails of the Notes properly downwards, by which Means the Learner will underſtand them better, and be leſs liable to miſtake their Value.

III. The Perſon who plays firſt is to put down the Value of 1 of the 2 Figures that are ſeparated by a Line in the Middle, in whatever Kind of Notes he likes beſt; for Example:—If 1 of the Figures is a Semi-breve, he may place next it either 8 Quavers, 4 Crotchets, or 2 Minims, and ſo on.

IV. Suppoſe that the Dice left on the Table is A. then he who plays Firſt puts down B. the Second Player C. the Firſt D. the Second E. for Example:

A	B	C	D	E	F

	1ſt Player.	2d.	1ſt.	2d.	1ſt.

By this you ſee that the Value of the one Side of the Dice (which is here on the Right Side) is found on the Left Side of the One that is played to it; but you may put the Value of the Left Side inſtead of the Right, it does not matter which.

V. When there is a Dot, put the Value of the Note and Dot; for Inſtance: If it is a Crotchet dotted, put down either 3 Quavers, or 6 Semi-quavers.

VI. The ſame Rule muſt be obſerved for the Reſts; if it is a Crotchet Reſt, you muſt put the Value of a Crotchet, and the ſame for any other Reſt, as theſe muſt have their Value as well as Notes.

VII. The Firſt Player plays with the *Tails of the Notes downwards*, and the adverſe Player muſt do the ſame, by which Means their Value will be the more eaſily known.

VIII. When you cannot find the Value of either Side of the Dice, to which you ought to play, you loſe your Turn, and the adverſe Player muſt play again; but if neither have that Value, the Game is at an End, and you are then to count the Value of what Dice you have left in Quavers; for Example: A Semi-breve is equal to 8 Quavers, a Minim 4 Quavers, a Crotchet 2 Quavers; 2 Semi-quavers make 1 Quaver; 4 Demi-ſemi Quavers make 1 Quaver.—You muſt alſo count the Dots and Reſts in Quavers, and whoever, after that Reckoning, has moſt Quavers in the Dice he has left, loſes the Game.

IX. Before you begin the Game, put the 35 Dice flat on the Table, with the Blank Side upwards, and then each Player muſt count out 17, and leave the odd 1 to play to.

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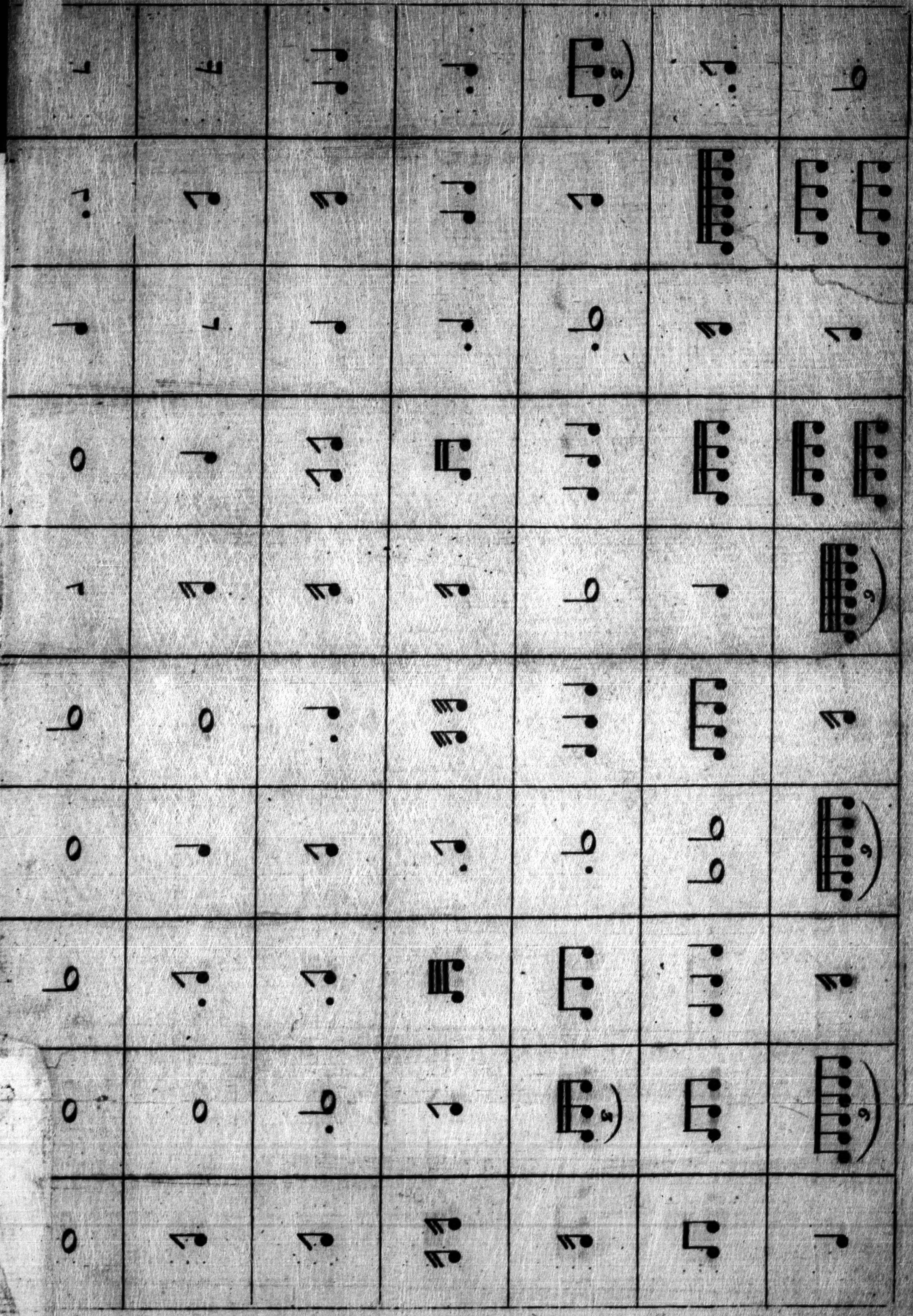
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